# Name – Armstrong

Older guy with an intense stare and A LOUD VOICE. Possibly glasses, but definitely a mustache. Radiates passion and anger, and looks a bit sweaty and red most of the time. Hides a broken and scarred body under layered vests and pouches and belts.

He's seen some shit, and he'll probably let you know about it.

#### **Stats**

+O Cool	+1 Hard	+2 Hot	+1 Sharp	-1 Weird
do something under fire	go aggro, seize by force	seduce or manipulate,	read a sitch, read a person	open your brain

### **HX** help, interfere, session end

➤ Lattice Hx+2	➤ Twilight Hx+1	➤ Pops Hx+2
➤ Eddie Hx+1	➤ Canary Hx+1	➤ Goldaline Hx+2
➤ Killer Hx+1		

# **Experience**

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### Harm

3	3	6	9	10	11	12	Come back less hard	Come back weirder	Change Playbooks	Die
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## Moves Gear

➤ Unflappable persona	➤ Studio (rooms, gang, well-known location)
➤ Rally to the cause	➤ Utility wear (1-armor)
>	➤ Hunting rifle (2-harm far loud)
>	➤ Oddments worth 1-barter
>	

## THE NEWS

### Studio

By default, your radio studio is a makeshift building which can comfortably house 2–4 people, with broadcast equipment and a single NPC guard (*2-harm 1-armor*).

The guard's name is **Lark**, and unlike Armstrong, she's good at keeping her cool. Was with the Blood Sparrows before.

#### Amenities:

- Spare rooms to comfortably house up to 10 people.
- A dedicated security force (*small gang 2-harm 1-armor*). Like Armstrong, they're all passionate and quick to anger. Lark keeps them under control.

#### **Attractions**:

- Music salvaged from the golden age.
- Guests (some ideas: Canary, Pops, Phoenix, maybe some of the pilots for some battle reports)
- Expert advice (including weather and pirate forecast)

#### **Complication**:

• It's in a well-known location. (maybe near the Maestro D's place or the Savvy's space?)

Informants:	Biggest Fan:	People I've pissed off:
➤ Eddie	➤ Toni	➤ Dremmer
➤ <b>Frog</b> , the weather guy		➤ Sorrow and her cult
➤ Gull, Canary's medic		

#### Moves

*The News special.* If you and another character have sex, you see through each others' personas and get a glimpse of the person underneath. They can choose to ask you 1, 2 or 3 questions, and you can ask them the same number:

- What are you most afraid of?
- What are you most proud of?
- Who do you secretly love?
- Who do you secretly hate?
- What do you do that's just an act?

*Unflappable persona*: when you act under fire, you can roll+hot instead of roll+cool.

*Rally to the cause*: when you speak out in favor of a cause or a person, roll+hot. On a 10+, hold 2. On a 7–9, hold 1. Spend your hold 1-for-1 to have your audience:

- Send in supplies worth 1- or 2-barter.
- Attack somebody you name.
- Defend someone or something you name.
- Go together to a place you name.

On a miss, hold 1 anyway, but to spend it you have to personally lead them into action.